IN THE CLAIMS:

1. (Previously presented) An inspiration model device comprising:

a spontaneous emotion unit that prepares, as data, a plurality of emotion states in advance, which is obtained by modeling human emotions, and simulates creation of a human spontaneous emotion by causing state transitions to occur repeatedly between said emotion states according to an operation process representing a stochastic model of the Schrödinger equation;

a knowledge database that simulates a human inspiration source, which is influenced by sensibility, by classifying externally collected knowledge data depending on degrees of correlation with said emotion states and accumulating said knowledge data; and

a conception unit that, when receiving an external input, simulates human conception by combining said external input with one of the emotion states of said spontaneous emotion unit and searching said knowledge database for related knowledge data using, as a search key, one of the combination and a state of interference produced by the combination.

2. (Previously presented) The inspiration model device according to claim 1, wherein said conception unit includes:

a surface storage unit that stores the combination of said external input and the emotion state for a predetermined period and forgets the combination after said predetermined period has elapsed; and

a deep consciousness updating unit that simulates growth of deep consciousness by

increasing probabilities of state transitions to the emotion state of said spontaneous emotion unit when one of said external input and said state of interference corresponds to "encouragement" and

decreasing said probabilities of state transitions when one of said external input and said state of interference corresponds to "suppression"

when a frequency with which combinations of said external input and the emotion state stored in said surface storage unit are occurred becomes greater than or equal to a prescribed value.

3. (Previously presented) A spontaneous emotion model device comprising:

a spontaneous emotion unit that prepares, as data, a plurality of emotion states in advance, which is obtained by modeling human emotions, and simulates creation of a human spontaneous emotion by causing state transitions to occur repeatedly between said emotion states according to an operation process representing a stochastic model of the Schrodinger equation;

a surface storage unit that captures, as an external input, a direct or indirect external reaction to one of said emotion states, and stores a combination of said external input and the emotion state for a predetermined period and forgets the combination after said predetermined period has elapsed; and

a deep consciousness updating unit that simulates growth of deep consciousness by

increasing probabilities of state transitions to the emotion state of said spontaneous emotion unit when one of said external input and a state of interference of the combination corresponds to "encouragement" and

decreasing said probabilities of state transitions when one of said external input and said state of interference corresponds to "suppression"

when a frequency with which combinations of said external input and the emotion state stored in said surface storage unit are occurred becomes greater than or equal to a prescribed value.

4. (Previously presented) An inspiration simulation method using a computer comprising the steps of:

preparing, as data, a plurality of emotion states in advance, which is obtained by modeling human emotions, and simulating creation of a human spontaneous emotion by causing said computer to repeatedly perform operations of state transitions between said emotion states according to an operation process representing a stochastic model of the Schrödinger equation;

simulating a human inspiration source, which is influenced by sensibility, by classifying externally collected knowledge data in such a manner that they are correlated with degrees of correlation with said emotion states and accumulating said knowledge data in a database on said computer; and

when an external input is received, simulating human conception by causing said computer to combine said external input with one of said emotion states and to search said database for related knowledge data using, as a search key, one of the combination and a state of interference produced by the combination.

5. (Previously presented) The inspiration simulation method according to claim 4, further comprising the step of simulating growth of deep consciousness by causing said computer

to increase probabilities of state transitions to the emotion state when one of said external input and said state of interference corresponds to "encouragement" and

to decrease said probabilities of state transitions when one of said external input and said state of interference corresponds to "suppression"

when said computer judges that a frequency with which combinations of said external input and the emotion state are occurred is greater than or equal to a prescribed value.

6. (Previously presented) A spontaneous emotion simulation method using a computer comprising the steps

of:

preparing, as data, a plurality of emotion states in advance, which is obtained by modeling human emotions, and simulating creation of a human spontaneous emotion by causing said computer to repeatedly perform operations of state transitions between said emotion states according to an operation process representing a stochastic model of the Schrödinger equation;

causing said computer to capture, as an external input, a direct or indirect external reaction to one of said emotion states, and to store a combination of said external input and the emotion state for a predetermined period and forget the combination after said predetermined period has elapsed; and

simulating growth of deep consciousness by causing said computer

to increase probabilities of state transitions to the emotion state when one of said external input and a state of interference of the combination corresponds to "encouragement" and

to decrease said probabilities of state transitions when one of said external input and said state of interference corresponds to "suppression"

when said computer judges that a frequency with which combinations of said external input and the emotion state are occurred is greater than or equal to a prescribed value.

7. **(Canceled)**

8. **(Canceled)**

9. **(Canceled)**